**6th Grade Lesson Plan**

**6.EE.2, 6.EE.4, and 6.EE.6**

**Language of Algebra**

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| **Unit Essential Question(s)** | **How does the language of algebra apply to your life?** | | |
| **Learning Target(s)**  “I can…” Statements | **I can read and write and interpret the language of Algebra.** | | |
| **Essential Vocabulary** | **Expression, Equation, Less THAN, more THAN, etc….** | | |
| **Resources and Materials** | **Teacher** | | **Student** |
| **Morphing to Algebra**  **QQT**  **Jr. Bits and Punchline activities**  **Math Detective**  **Fan N Pic**  **Scavenger Hunt**  **Matching Game** | |  |
| **8 Mathematical Practices:** | | | |
| 1. Make sense of problems and persevere in solving them.  x 2. Reason abstractly and quantitatively.  3. Construct viable arguments and critique the reasoning of others.  x 4. Model with mathematics. | | 5. Use appropriate tools strategically.  6. Attend to precision.  7. Look for and make use of structure.  8. Look for and express regularity in repeated reasoning. | |
| **Bellringer** | **Warm Ups** | | |
| **Activating Strategy**  (Opening Activity) | **Jot Thoughts Kagan Activity using math words** | | |
| **Cognitive Teaching Strategies**  Me/We/Few/You  (TIP – Teacher input,  SAP – Student actively participates,  GP – Guided Practice,  IP – Independent Practice) | **Teacher utilizes “What Does It All Mean” from Jr. Bits to help organize jot thoughts**  **Morphing to Algebra: Jr. Math Bits Projected on board**  **Punchline 93 and 94**  **Punchline 2.10 and 2.11**  **Jr. Math Bits: “What does it all Mean, What are these Worth”,Algebraic Bingo, Algebra Wars**  **Practice in Math Games page 120 (5.11) Either as Rally Coach or Fan n Pic.**  **Math Detective-Calendar Magician**  **Scavenger Hunt (?)** | | |
| **Summarizing Strategy**  (Closing Activity) | **QQT** | | |
| **Assessment** | | **Homework** | |
| **Mastering the Commom Core (ABC)**  **Pages 100-105, Pick and Choose** | | **How Many Marbles? From Jr. Math Bits.**  **Be sure to write expression used.** | |
| **Extending/Refining** | **Faces In Math-Clown** | | |
| **Differentiation** | **AL: According to the Facts from Math Games**  **EC: Matching Game in pairs** | | |
| **Literacy Skills** |  | | |
| **Integrating Technology** |  | | |
| **Reflection** |  | | |